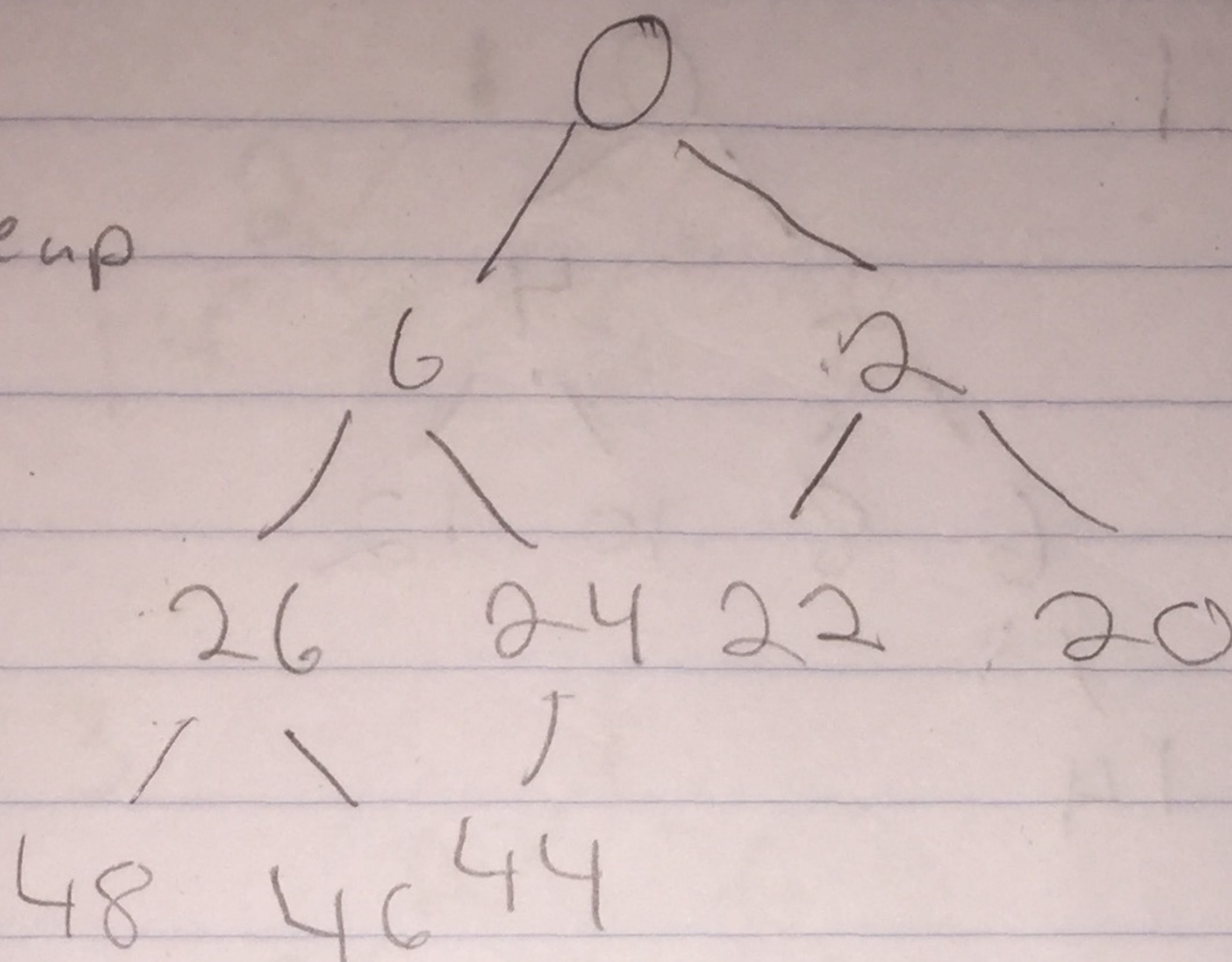


# Part A

1

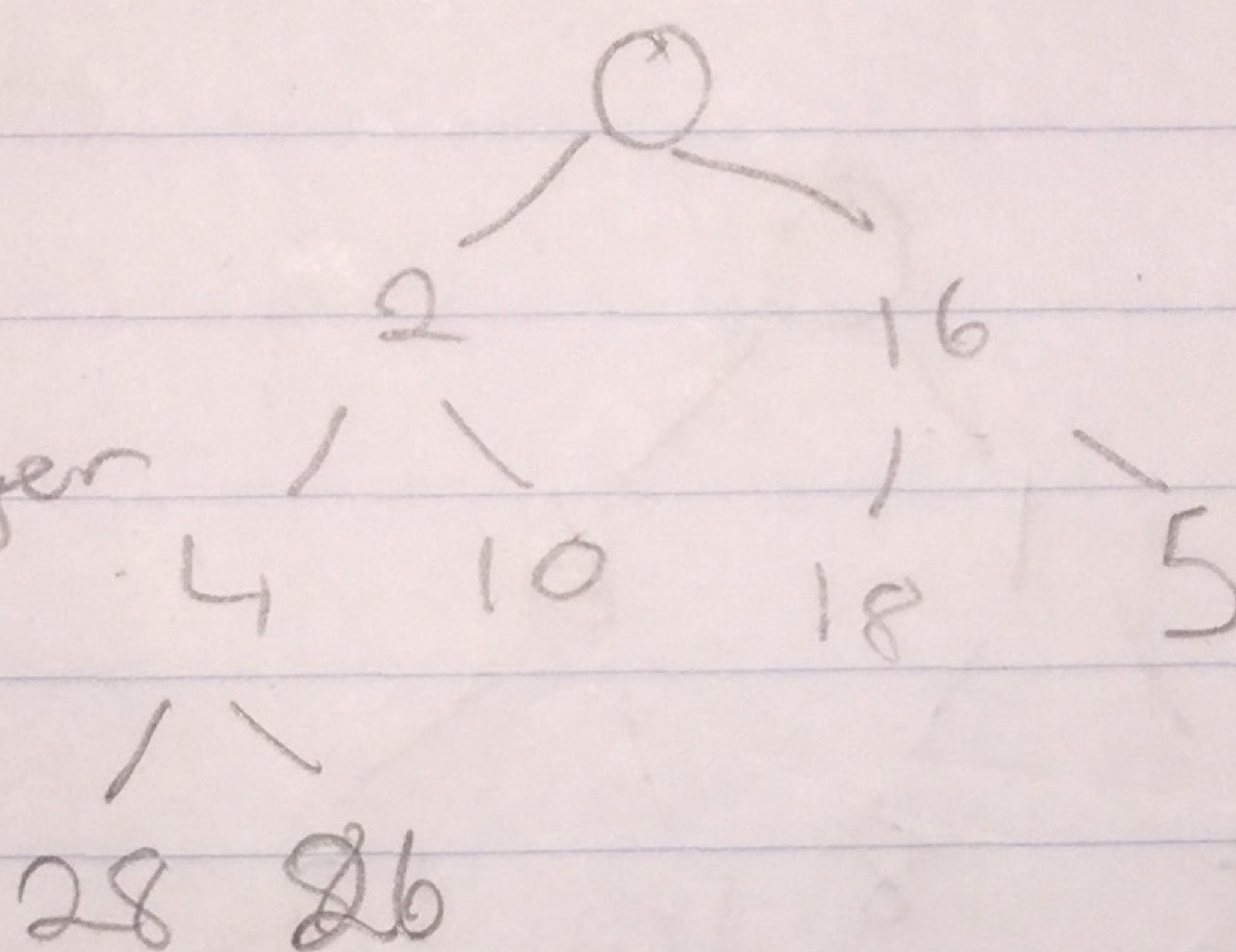
Valid Heap



2

Invalid

16 is larger  
than 5



3

